A·MEN

INSTRUCTION MANUAL

⚠ WARNING: PHOTOSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:
• dizziness • eye or muscle twitches • disorientation • any involuntary movement
• altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

• Use in a well-lit area and keep as far a way as possible from the screen.

• Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.

• Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

FCC AND IC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

(1) this device may not cause harmful interference, and

(2) this device must accept any interference received,
     including interference that may cause undesired operation

- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC AND IC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.

- Increase the separation between the equipment and receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.
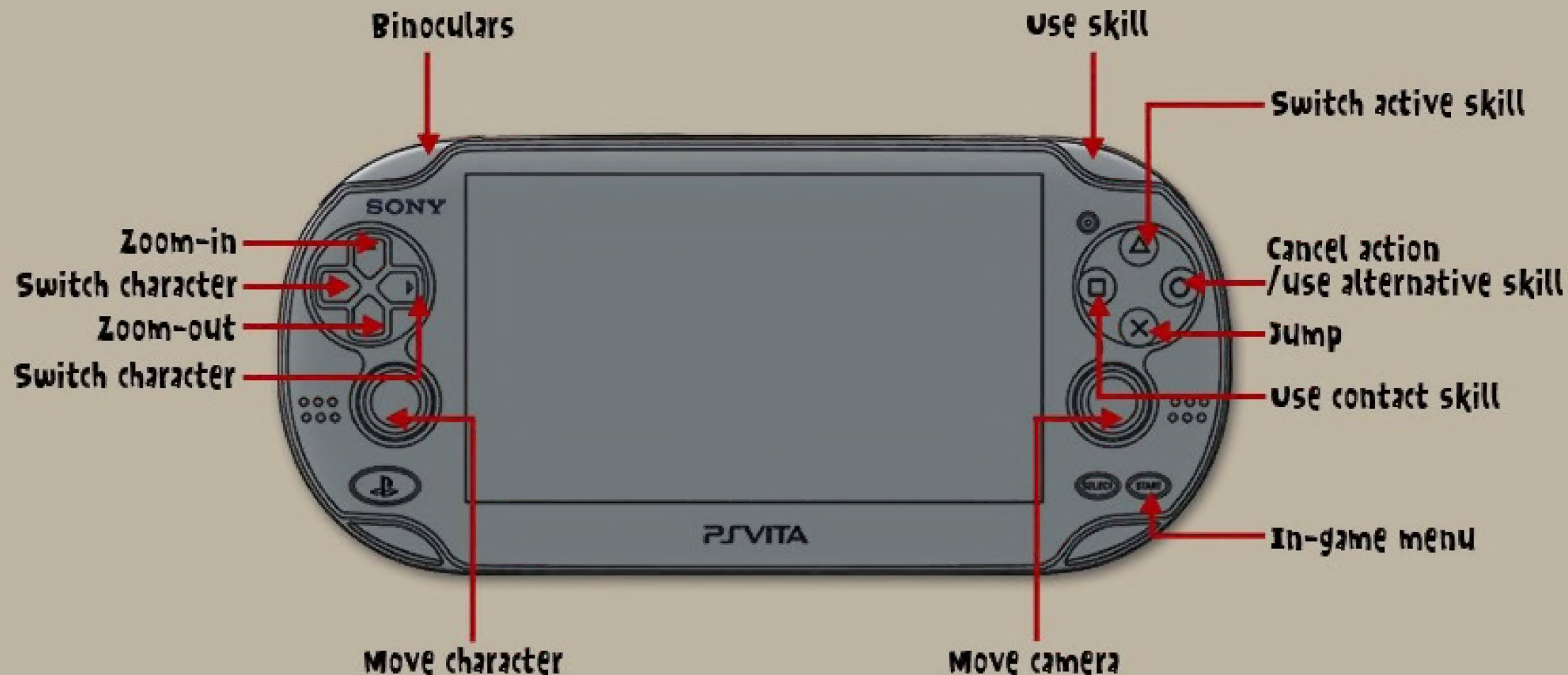
This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Software licensed for play on PlayStation®Vita systems in the Americas. Use of the PlayStation®Network is subject to applicable user agreements and privacy policies found at:

www.us.playstation.com/support/useragreements.

KEYOLOGY

Binoculars

Use skill

Switch active skill

Zoom-in

Switch character

Zoom-out

Switch character

Cancel action
/use alternative skill

Jump

Use contact skill

SONY

PS VITA

Move character

Move camera

In-game menu

The single player mode in A-men offers 40 levels in 4 lands.
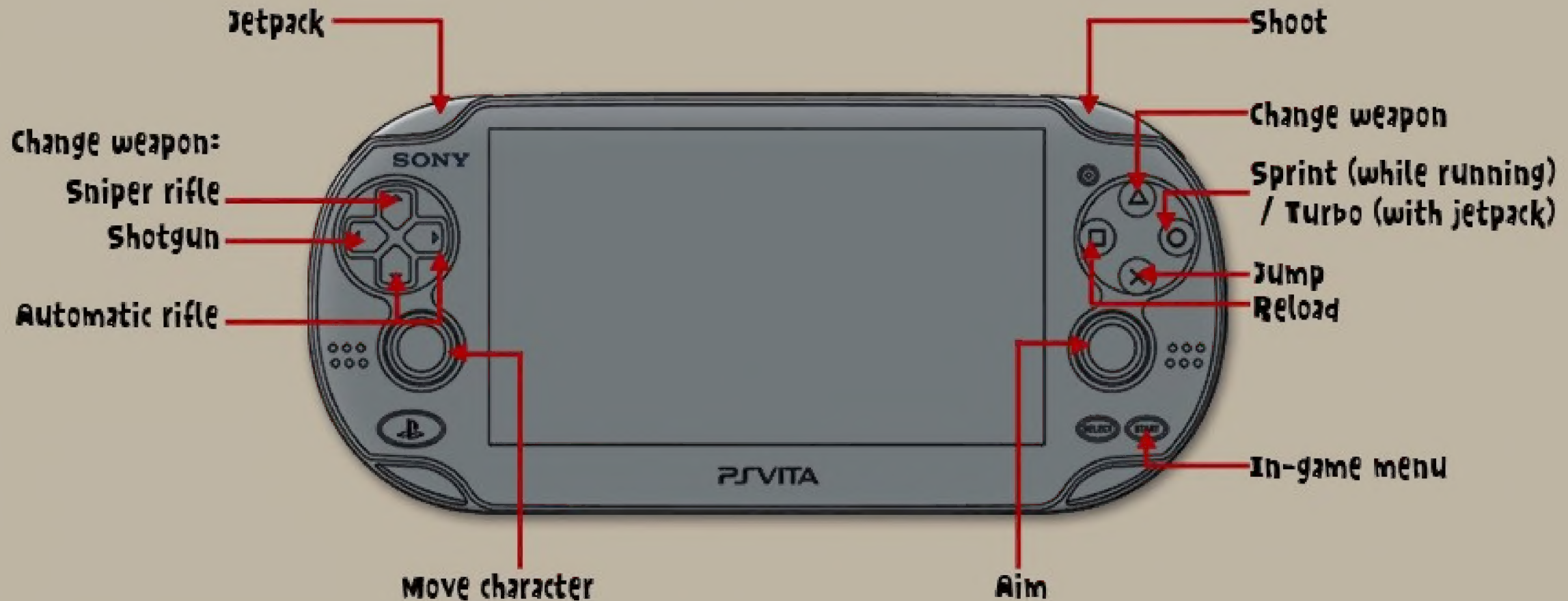Each of them is full of traps and riddles.

Initially, there are 3 levels of the first world (Forest) available.
After completing one of them, another one is unlocked.
When the last level of each world is unlocked,
the next unlocked one will be the first level of the next world.

SHOP

	Crimson Sharks		4000$

A perfect outfit for the most demanding missions.

		EQUIPPED
	Elite Cows	

A perfect uniform for a game convention. Mooo!

11200$

BACK

UNEQUIP

FIND A GIFT

DROP

There is an in-game shop where you can exchange the money you collect after completing levels for a new appearance of your characters.
You will find there also power-ups for each character which you can leave as a gift using the "near" service. The gift. collected by a different player. unlocks the given power-up in their shop and enables them its purchase.

KEYOLOGY

Jetpack

Shoot

Change weapon:

Sniper rifle

Shotgun

Automatic rifle

Change weapon

Sprint (while running) / Turbo (with jetpack)

Jump

Reload

Move character

Aim

In-game menu

Hitting your enemy in the head will cause much more damage than hitting any other part of the body.

MAIN MENU

The main menu in multiplayer mode has 3 options.
"Join" enables joining an already set up game
through local or internet matchmaking.
"Create" lets you set up a new game.
"Customization" offers a change of your character's
appearance.

The player is able to adjust the appearance of their character
in multiplayer mode. There are 7 clothes sets for head, chest
and legs to choose from and each of them can be in one of 8 colours-
- it enables an unlimited number of appearances.

When you hit your enemy in the jetpack, his flight will be discontinued due to immediate fuel leak.

GAME SET-UP

There are two game modes: Duel and Deathmatch. Duel mode consists in 1 on 1 fights. After the death of one player, the state of game is reset and both players are reborn in rebirth points. In Deathmatch mode there are up to 8 players fighting in big arenas.

The matches end after reaching the score limit or the maximum time. Both parameters can be configured by the game host. After a match ends, a new map is loaded automatically. The host can configure the list of loaded maps by marking off the unwanted ones during the game set-up.
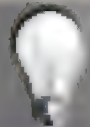
Using sprint and jetpack at the same time will speed up your flight significantly. Remember, however, that both stamina and the fuel end up very quickly.

GAME ROOM

🟢 Player.1

INFO

DEATHMATCH

waiting for player...

NEXT MAP:
deathmatch 1

SCORE LIMIT: 5000
TIME LIMIT: 60

waiting for player...

waiting for player...

waiting for player...

waiting for player...

waiting for player...

waiting for player...

waiting for player...

BACK

START GAME

INVITE

When the host enters the game room, using the option "Invite" they can invite to the match their friends. They can also wait for other players or start the game alone. In case of choosing the last option, the current state of game will be reset when the first person joins the game set by the host.

There are traps placed in the maps. They are enabled by nearby buttons located in the ground and you can use them to eliminated the enemies. They can help you both chase a player and run away.

GAME SCREEN

Score and online ID → of the top player

Your score and online ID →

Point limit →

Time limit →

Live points →   Armour points →

❤️ **100**   🎒 **100**

Fuel → in the jetpack

Stamina →

Sniper rifle. up to 15 bullets. 5 in the magazine. long field of fire

5/10

Shotgun. up to 40 bullets. → 8 in the magazine. short range

8/40   11/00

← Basic automatic rifle. Unlimited ammo amount. 20 bullets in the magazine. medium field of fire

The numbers represent the current ammo level. On the left there is number of the bullets in the magazine, and on the right the ammo left.

💡 Move the right stick in the direction in which you want to aim. Thanks to this. you can shoot in a direction opposite to the one in which you are moving.

POWER-UPS

In A-men's multiplayer mode, the power-ups and weapons disposed in the whole map play a significant role. The enable to fill up the levels of life and armour or to collect weapon and additional ammo.

Sniper rifle

Shotgun

Big first-aid kit

Small first-aid kit

Small ammo pack for the sniper rifle

Small ammo pack for the shotgun

Big armour

Big ammo pack for the sniper rifle

Big ammo pack for the shotgun

Small armour

It is worth saying that reloading lasts much longer than changing the weapon. When you use the sniper rifle and the enemy comes closer, it is better to change the weapon than wait for reloading.